CHARIS ANNE LIM

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PROFESSIONAL EXPERIENCE

Lien Foundation
Intern (Special Projects Division) | Dec 2017 - Feb 2018
- Presided over research on immersive computing and artificial intelligence and its possible applications in early childhood education and eldercare in Singapore.
- Acted as user experience consultant for graphic design team leading the organisation's website overhaul.

GovTech
UI/UX Intern in Digital Design and Development (DCube) Division | May - Jul 2017
- Conducted research on human-centric design and usability standards, and subsequently developed a working official standard for all government digital services. Using that, I assessed the user experience of over 600 websites to ensure the public service's digital front is accessible and easy to use for citizens.
- Collaborated with several ministries to design a prototype of a new financial planning digital service, and guided stakeholders to create a user-focused web portal that will meet the needs of their target audience.

Superhero Me (superherome.sg/ @superheromesg)
Community and Programme Associate | Apr 2015 - Present
- Oversaw the design production process for the 'Superhero We Wild Child Festival 2018 at Enabling Village', and 'Is Anyone Home?' (2018), an exhibition on childhood at the National Museum of Singapore, as part of Singapore Art Week.
- Guided children with different abilities to learn values-based music skills through Project Infinitude, a music mentorship program (2017) and conducted inclusive tours for Superhero Me's most recent workshop series 'Who is Coming For Dinner?' at OBJECTIFs (2017).

Yale-NUS Habitat for Humanity Campus Chapter
Vice President | Jan 2016 - May 2017
- Spearheaded the transformation of the chapter's organizational structure and image to better meet the needs of beneficiaries and school community, which included setting new directions, designing our new website and producing publicity materials for recruitment, resulting in 18 new members
- Led the planning of Project Homeworks, an initiative to improve living conditions of the elderly and physically challenged in Singapore, by liaising with Senior Activity Centres, developing advocacy campaigns and creating visual documentation for publicity

Logue (logue.sg)
Intern | Apr 2015 - Jun 2017

Worked for a content creation studio, that creates social dialogue on digital and experiential fronts, by conducting interviews, producing and editing written content for clients such as Ministry of Community, Culture and Youth (stories published on official blog www.sg), Temasek Holdings, and National Arts Council.

AWARDS

Best Project Award
14 November 2018 | Organiser: NUS School of Computing (SoC)

Our team won the first place at the 13th SoC Term Project Showcase for our novel idea of a web-based, motion-controlled multiplayer game suite, Fomo Sumo (fomosumo.com).

People's Choice Award
20-22 Oct 2017 | Organiser: Indigitous Singapore

To tackle the rising number of suicides in young adults, our team created a chatbot and designed an online platform that aims to build a nationwide community of allies that are equipped to support each other.

Best Presentation
17 Mar 2017 | Organiser: YNC Data Hacks

My team's first data science hackathon saw us analyzing the correlations between the locations of hawker centres and Singapore's racial geospatial distribution, and presenting our findings in a concise, engaging manner.

EDUCATION

Yale-NUS College
2015 - 2019

Bachelor of Science,
Major in Mathematical, Computational and Statistical Sciences (MCS) with Honours

Yonsei University | Study Abroad Program
Spring 2018

Research Assistant, Human-Computer Interaction
advised by Professor Kang Youn-ah

Raffles Institution (Junior College)
2013 - 2014

GCE 'A' Levels - 4 H2 Distinctions, 2 H1 Distinctions

LANGUAGES

English
Chinese
Korean

SKILLS

DESIGN
HTML/CSS - proficient
Sketch - fluent
Adobe Experience Design CC - fluent
Adobe Illustrator - fluent
Processing - fluent

PROGRAMMING LANGUAGES
Java - proficient
R - proficient
Python - proficient
OCaml - proficient
C - basic

INTERESTS

Human-Computer Interaction
UI/UX Design
Inclusive Arts
Special Education
Floorball